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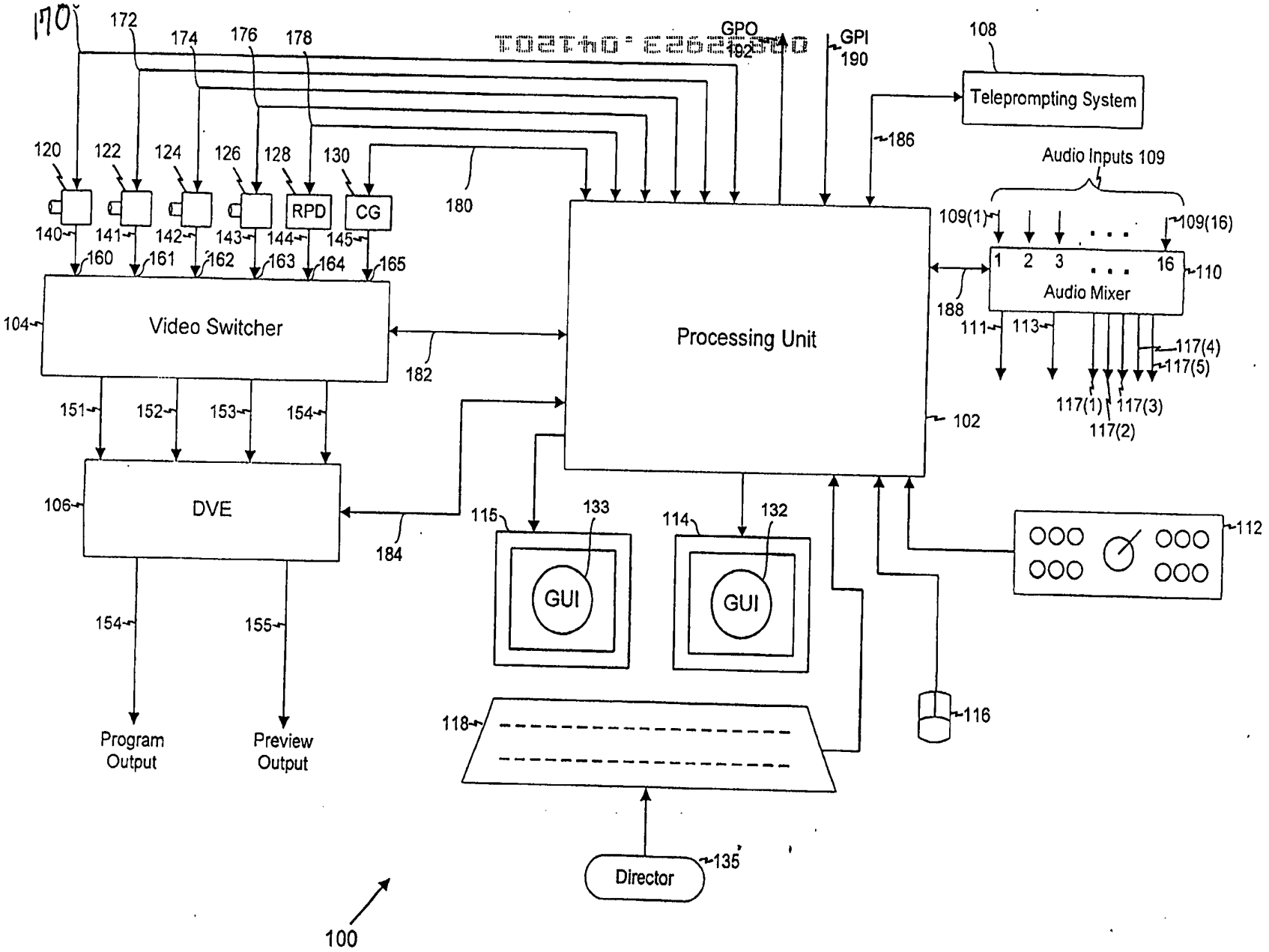

FIG. 1

9810-09.vsd/1

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FIG. 2A

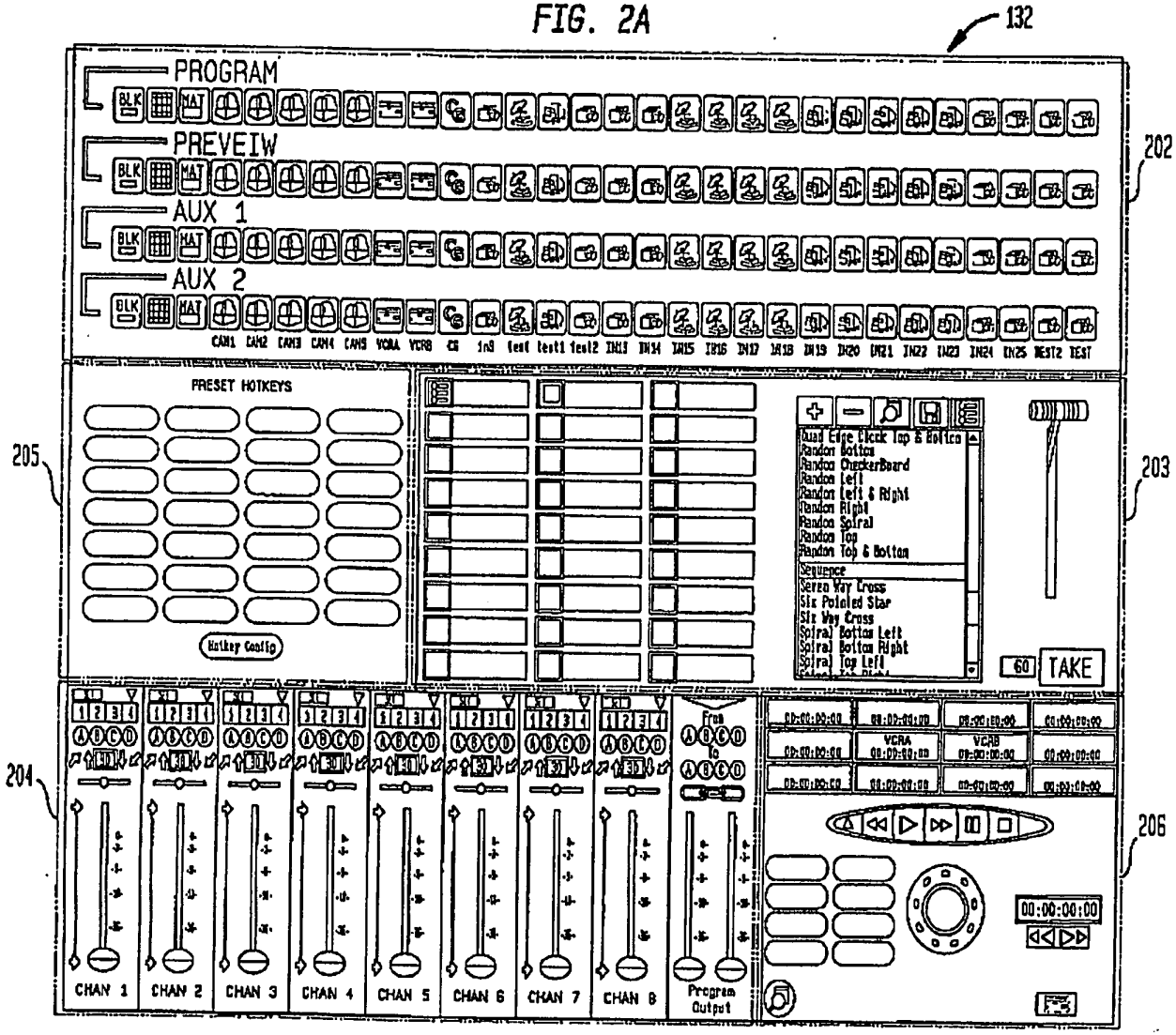
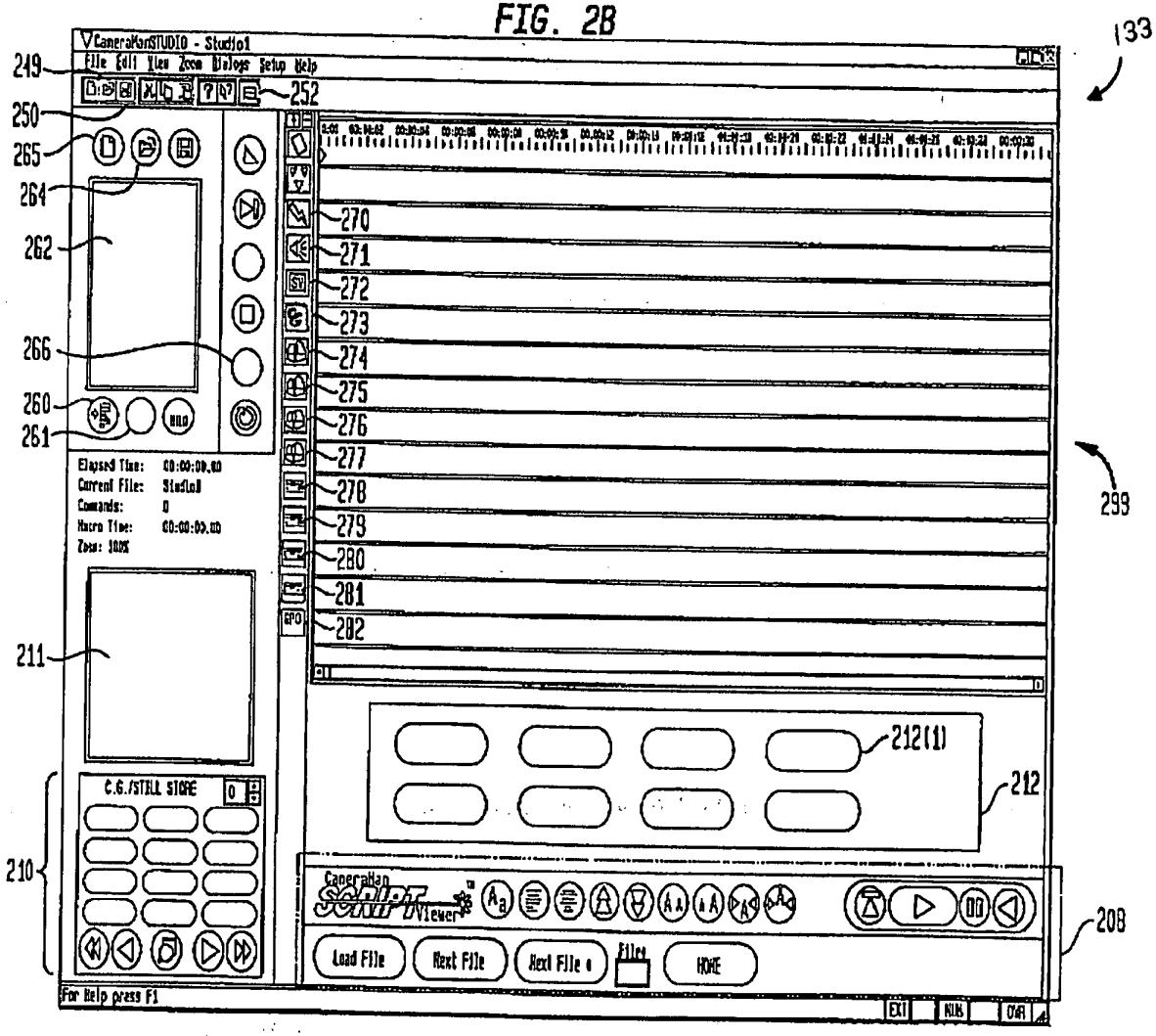


FIG. 2B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CameraMan STUDIO - Studio1
File Edit View Zoom Dialogs Setup Help
Elapsed Time: 00:00:00.00
Current File: Studio1
Commands: 0
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Zoom: 100%
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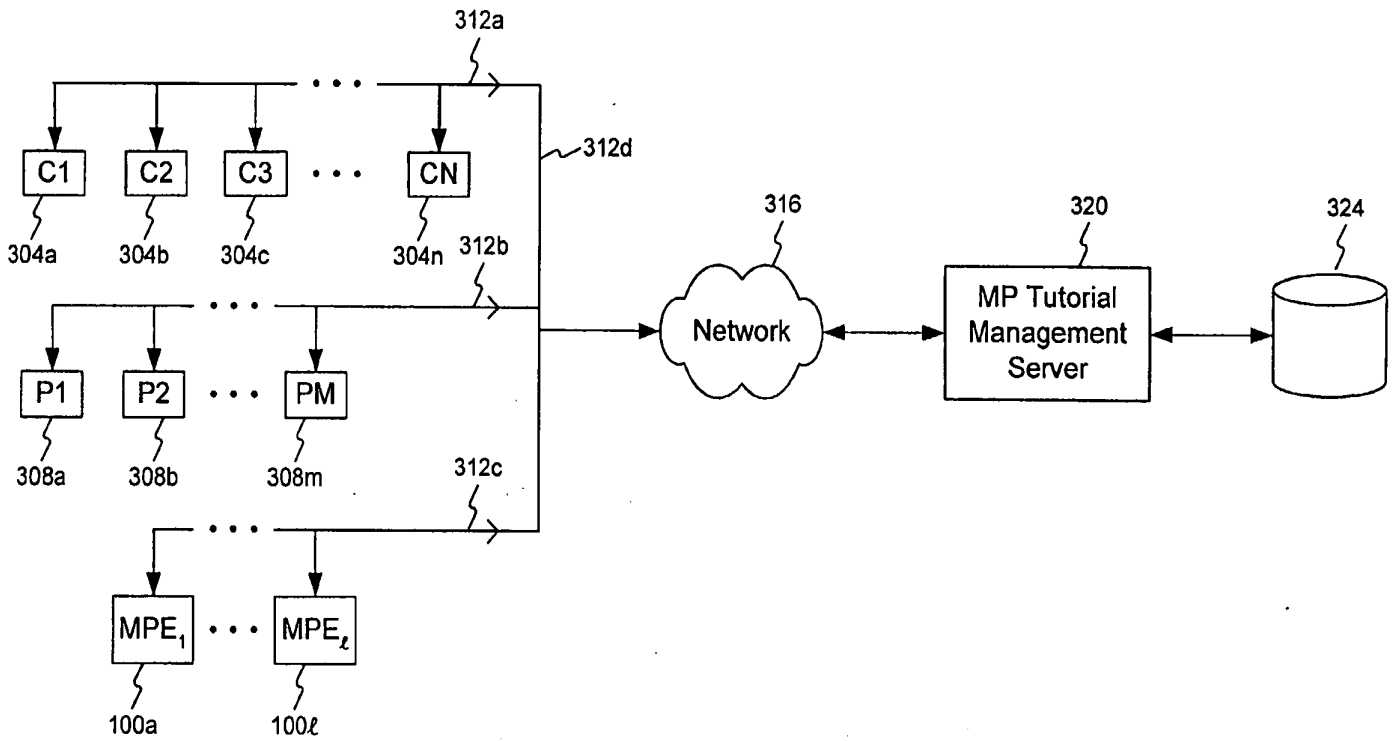


FIG. 3: Media Production Tutorial System 300

0101-92.vsd/1

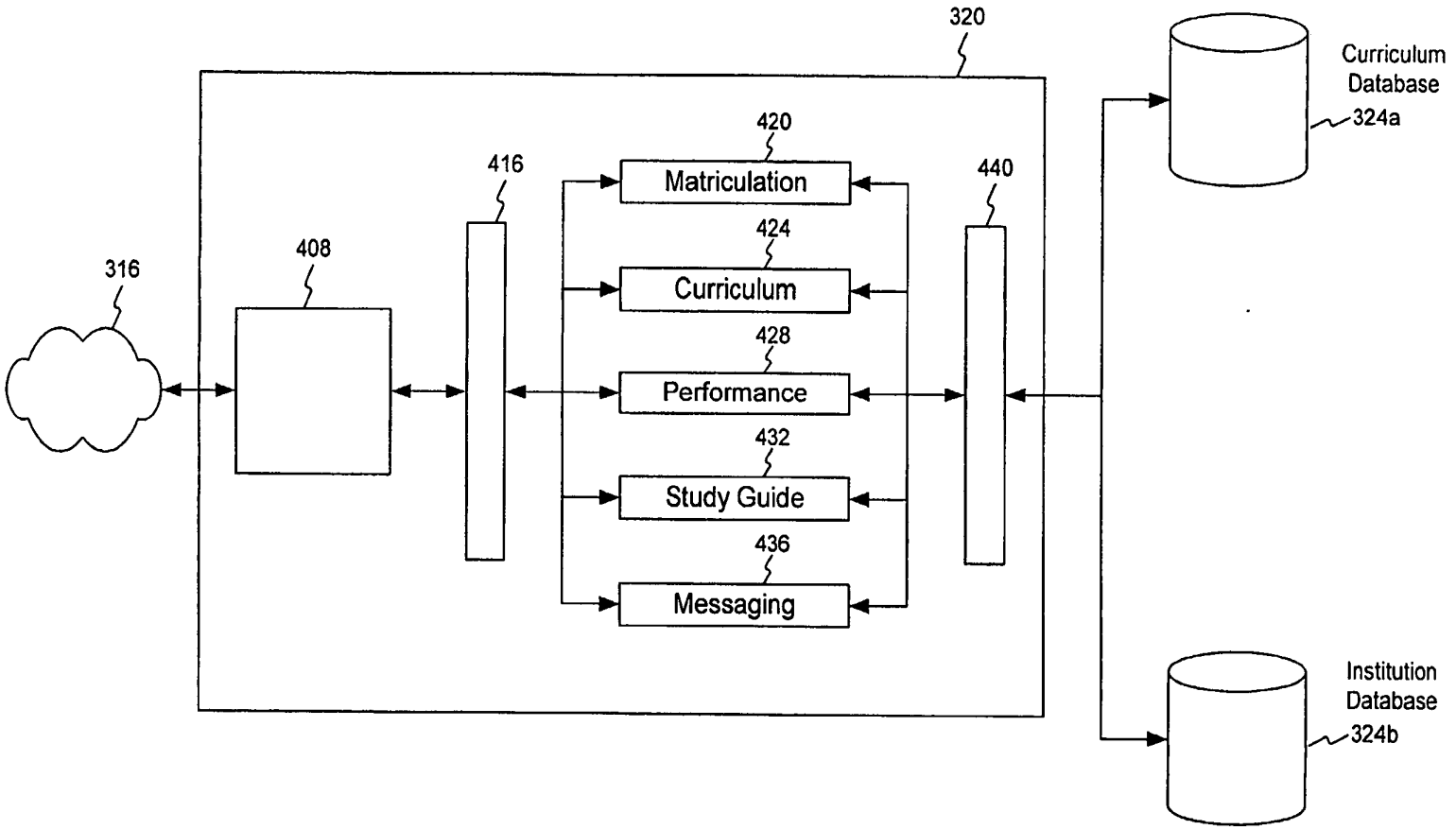


FIG. 4: Media Production Tutorial Management Server 320

0101-92.vsd/2

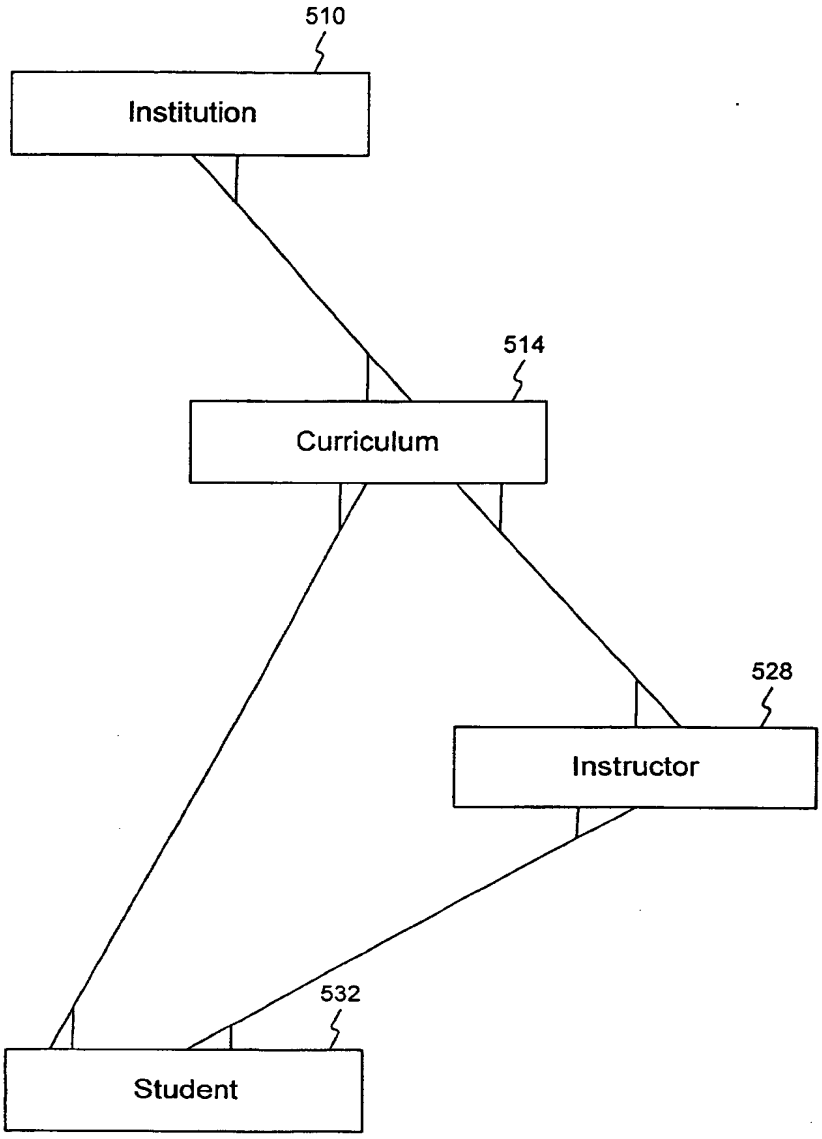


FIG. 5: Relation Diagram for Database 324

0101-92.vsd/3

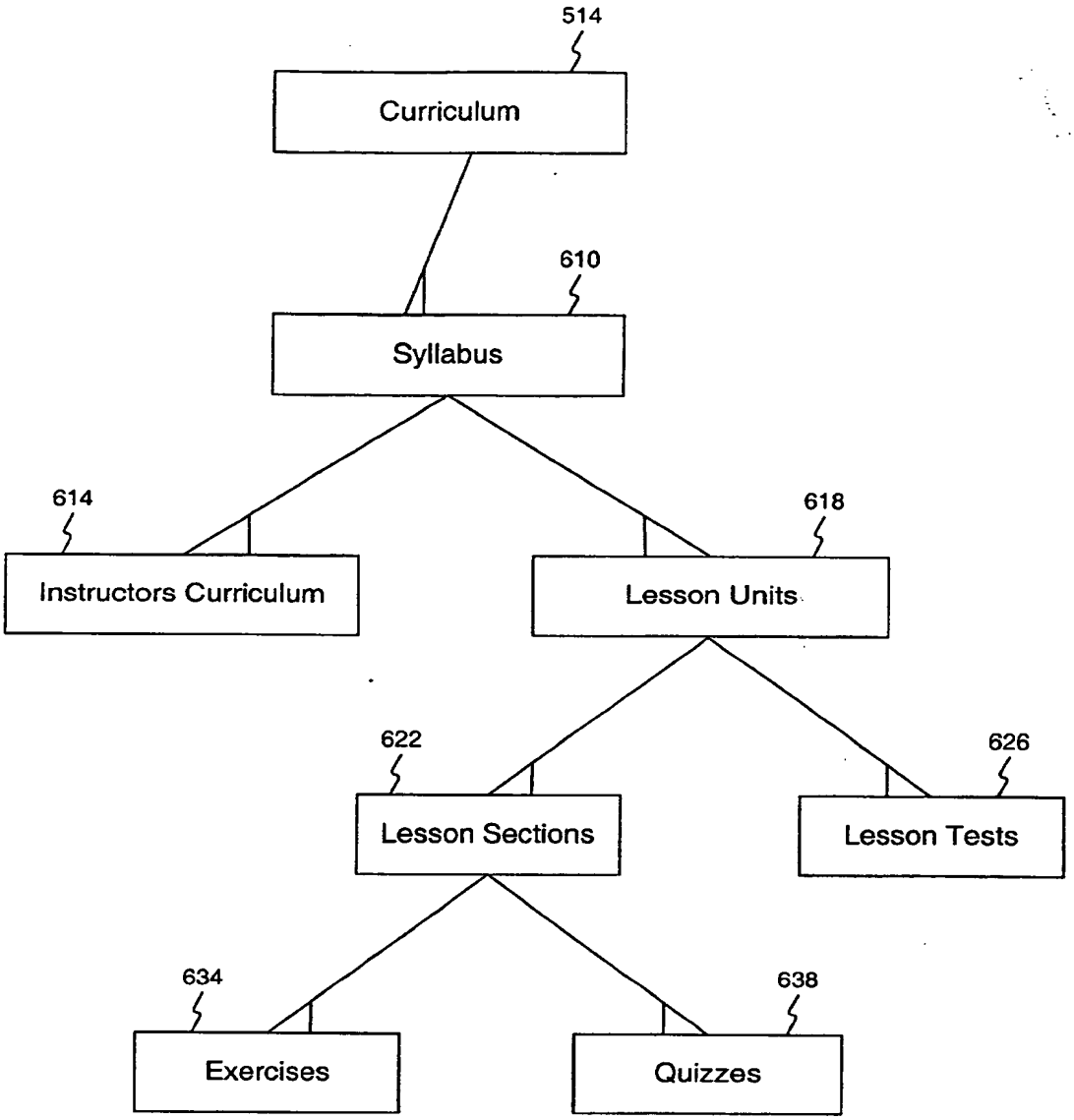


FIG. 6: Relation Diagram for Database 324a

0101-92.vsd/4

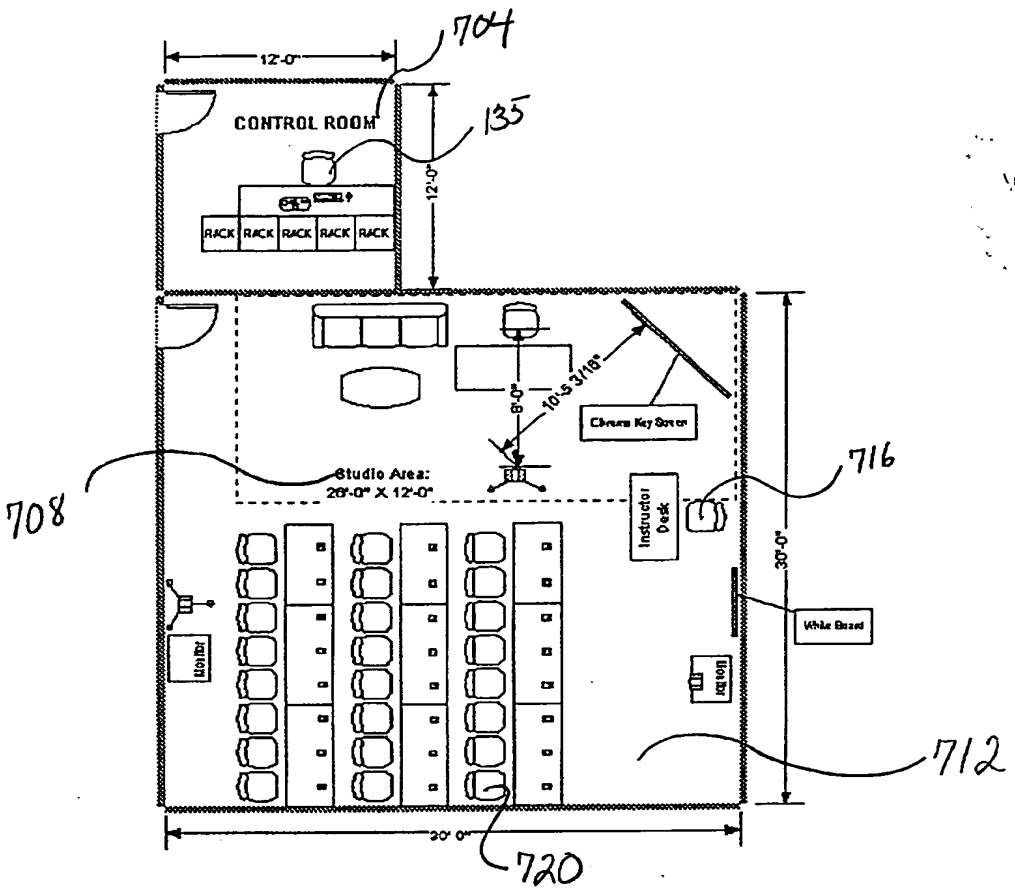


FIG. 7 : Training Facility 700

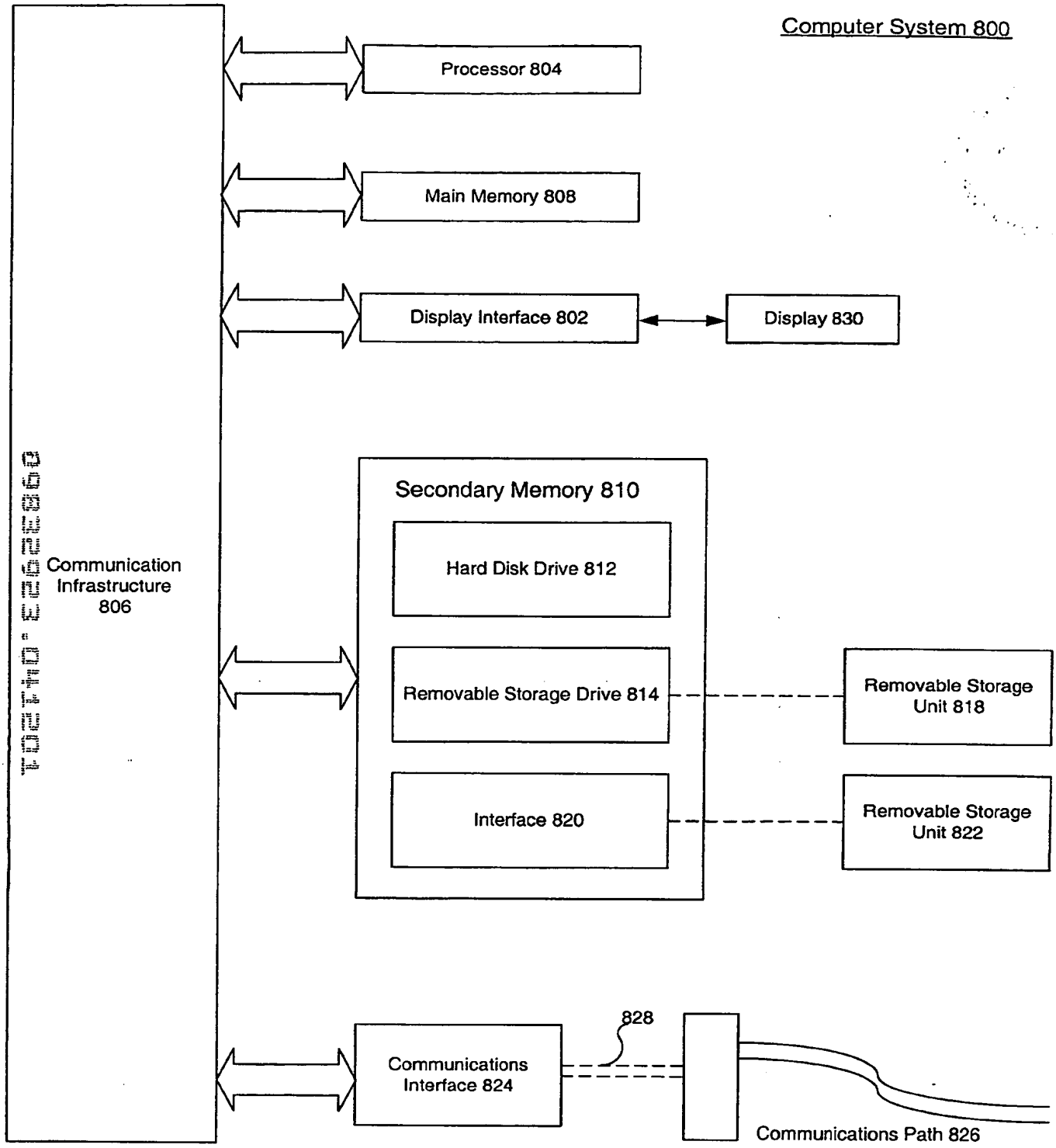
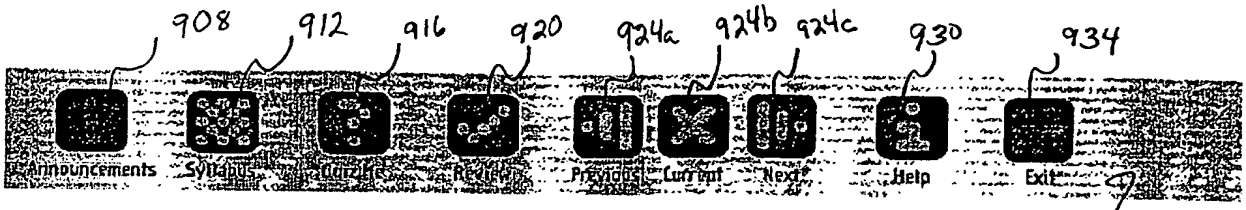


FIG. 8

0101-92.vsd/5



942

Tripods

A TRIPOD is a three-legged stand used to hold your camera steady while you pan, tilt or simply record a static shot. Tripods usually have one of two adapters that make it possible to attach a camera to them: either a quick-release shoe or a simple screw-in bolt. The best kind of tripod head is a fluid head.

Never leave a camera unattended while mounted on a tripod. If there's an emergency and you must leave the camera, designate someone to supervise it until you can return.

938 { Unit 02 - Camera : Section 02 1 - Basic Shots

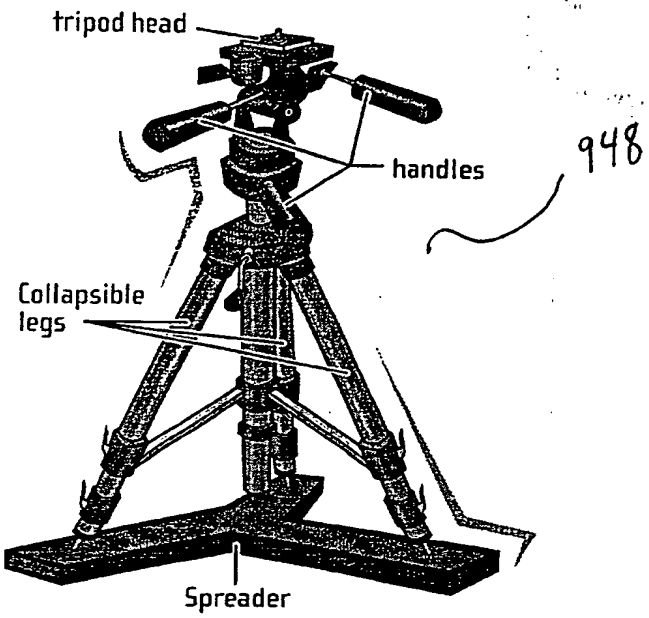
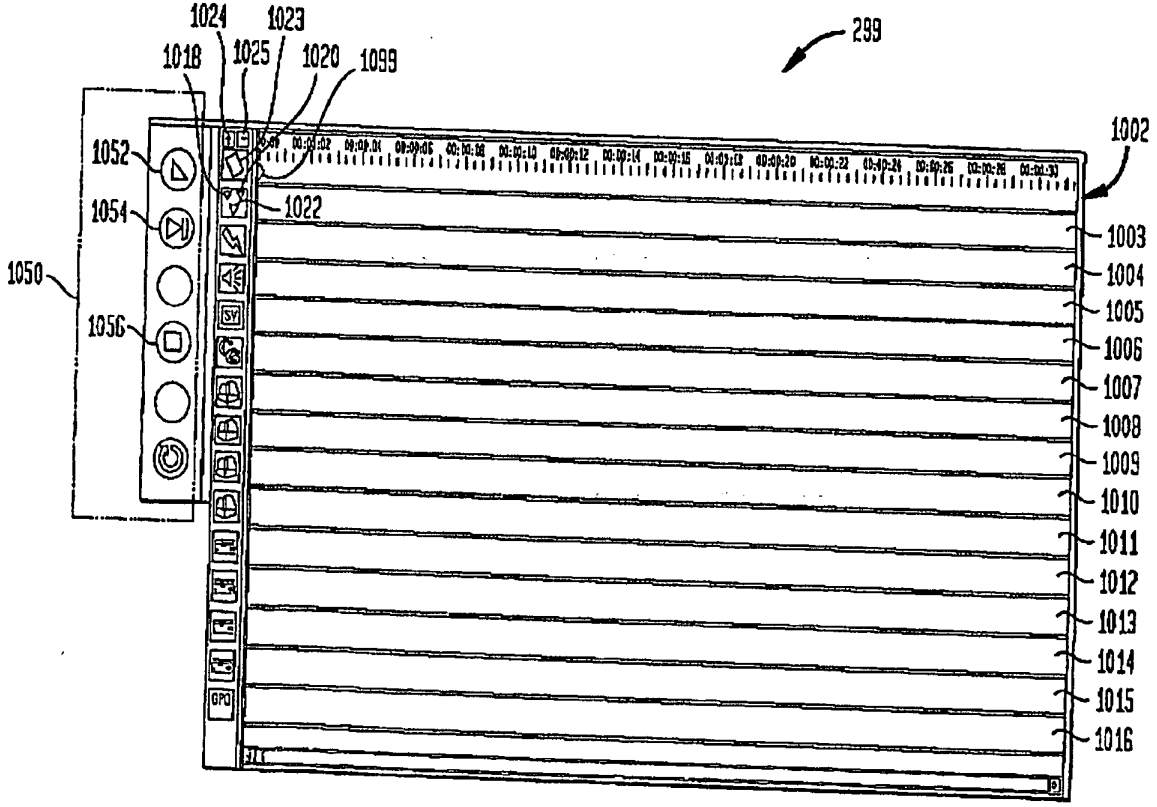


FIG. 9: GUI 900

FIG. 10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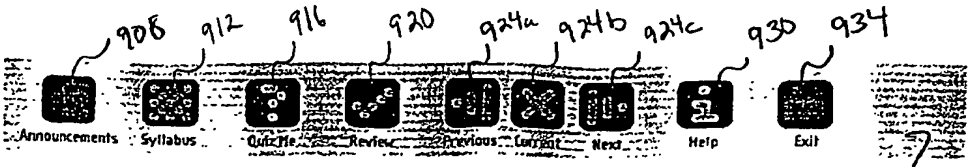


Syllabus Page

☐ Unit or Lesson not visited. - ■ Unit partially complete / Lesson visited
■ Lesson tested incorrect. - ■ Unit or Lesson Completed (tested correct)

Click on a Unit to see its Sections & Lessons.

- ☐ Unit 01 - TV History
- ■ Unit 02 - Camera
- ☐ Unit 03 - Audio
- ☐ Unit 04 - 3 R's
- ☐ Unit 05 - Editing
- ☐ Unit 06 - Lights
- ☐ Unit 07 - Graphics
- ☐ Unit 08 - Producing & Directing
- ☐ Unit 09 - Advertising
- ☐ Unit 10 - Instructional Video
- ☐ Unit 11 - 3R's Revisited
- ☐ Unit 12 - More Camera & Lighting
- ☐ Unit 13 - Video Technology
- ☐ Unit 14 - F/X
- ☐ Unit 15 - More Producing & Directing
- ☐ Unit 16 - Video Yearbook
- ☐ Unit 17 - ABCs of EFP
- ☐ Unit 18 - Scriptwriting
- ☐ Unit 19 - Documentary
- ☐ Unit 20 - That's A Wrap

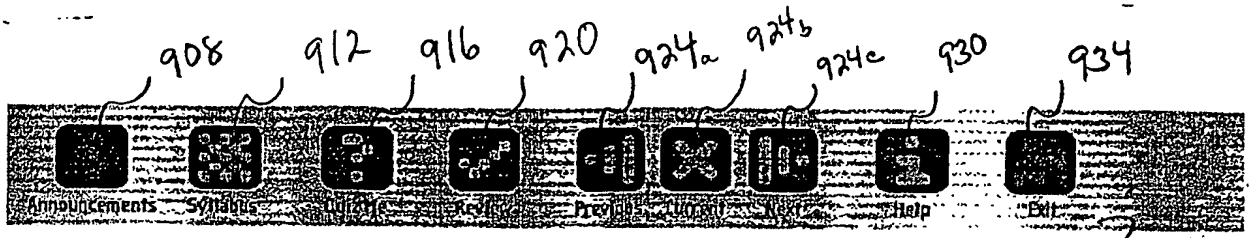
1124 1120 1144 1140 1148

Unit 02 - Camera

(Click on a Lesson to go there.)

Section 02.0 - Welcome
■ Welcome to the Course
Section 02.1 - Basic Shots
■ Long Shots
☐ Medium Shots
☐ Close-Ups
☐ Headroom
☐ Rule of Thirds
☑ Tripods
Section 02.2 - Camera Moves
☐ Pans
☐ Tilt
☐ Dolly
☐ Trucking
☐ Zoom
☐ Lead Room
Section 02.3 - Videotape
☐ Tape Formats
☐ Preparing A Tape
☐ Tape Transport System
☐ Recording Speed
☐ Tape Labels
☐ Tape Care
Section 02.5 - Shot Director
☐ Shot Director - Powering Up
☐ Shot Director - Focus
☐ Shot Director - Iris
☐ Shot Director - Upper Section
☐ Shot Director - Lower Section
☐ Shot Director - Slide Controls
☐ Shot Director - Joystick Control
☐ Shot Director - Joystick Zoom Control
☐ Studio Camera Shots
Section 02.6 - Other Shots
☐ Camera Angle
☐ Canting
☐ Lead The Look
☐ Cropping
☐ Backgrounds
☐ Over The Shoulder Shots
Section 02.9 - Testing Lesson
☐ Testing Lesson

FIG 11: GUI 1100



904

Quiz Me Page

942

Here is a question picked at random from the lessons you have visited but not been quizzed on, or lessons you have missed questions on.

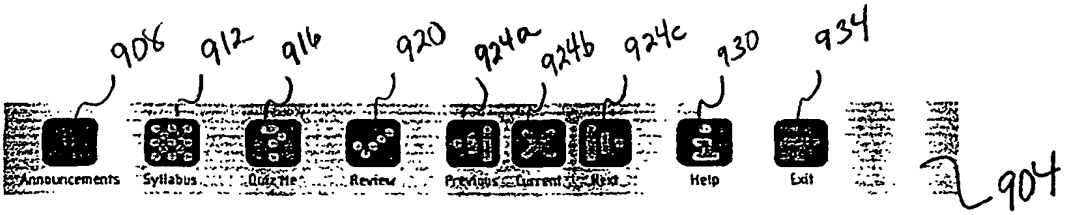
A long shot is most often used to ____.

- establish a setting
- show viewers small details
- show an entire object

Go!

1250

FIG. 12: GUI 1200



Unit 02 - Camera Test Page

Please select an answer for each of the following 33 questions and then click on the SUBMIT button a

942

Which of the following does not describe a long shot?

- It shows great detail.
- It establishes a setting.
- It is effective on large screen.
- It is also called a wide shot.

A medium shot is best described as anything between a close-up and a long shot.

- True
- False

Which of the following items does not describe a close-up?

- It is often cropped.
- Shows great detail.
- Exaggerates movement by the camera or subject.
- Lacks detail.

Too little headroom makes the subject appear cramped within the frame.

- False
- True

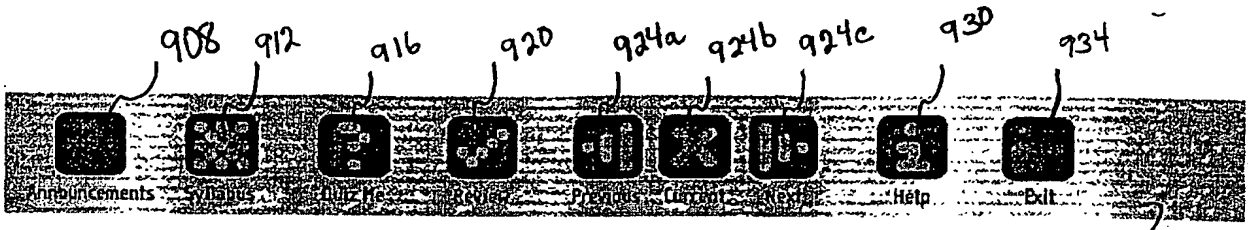
The Rule of Thirds is an imaginary set of lines that go across the screen in the following pattern:

- three down, three across
- three down, four across
- three across, four down
- four across, three down

Submit Answers

1350

FIG. 13 GUI 1300



Review Page

942

Here are stats of your progress in the School Demo.

Of the 71 lessons in the course, you have visited and/or tested 13, which is 18%.

You have completed 4% of the course. (This represents a total of lessons visited and on which you tested correctly and/or pages which required no test.)

Here is a list of lessons you have missed questions on. Click on one to see the lesson for review.

Unit 02 - Camera : Section 02.1 - Basic Shots
Long Shots
Unit 02 - Camera : Section 02.2 - Camera Moves
Dolly

1404

FIG. 14: GUI 1400

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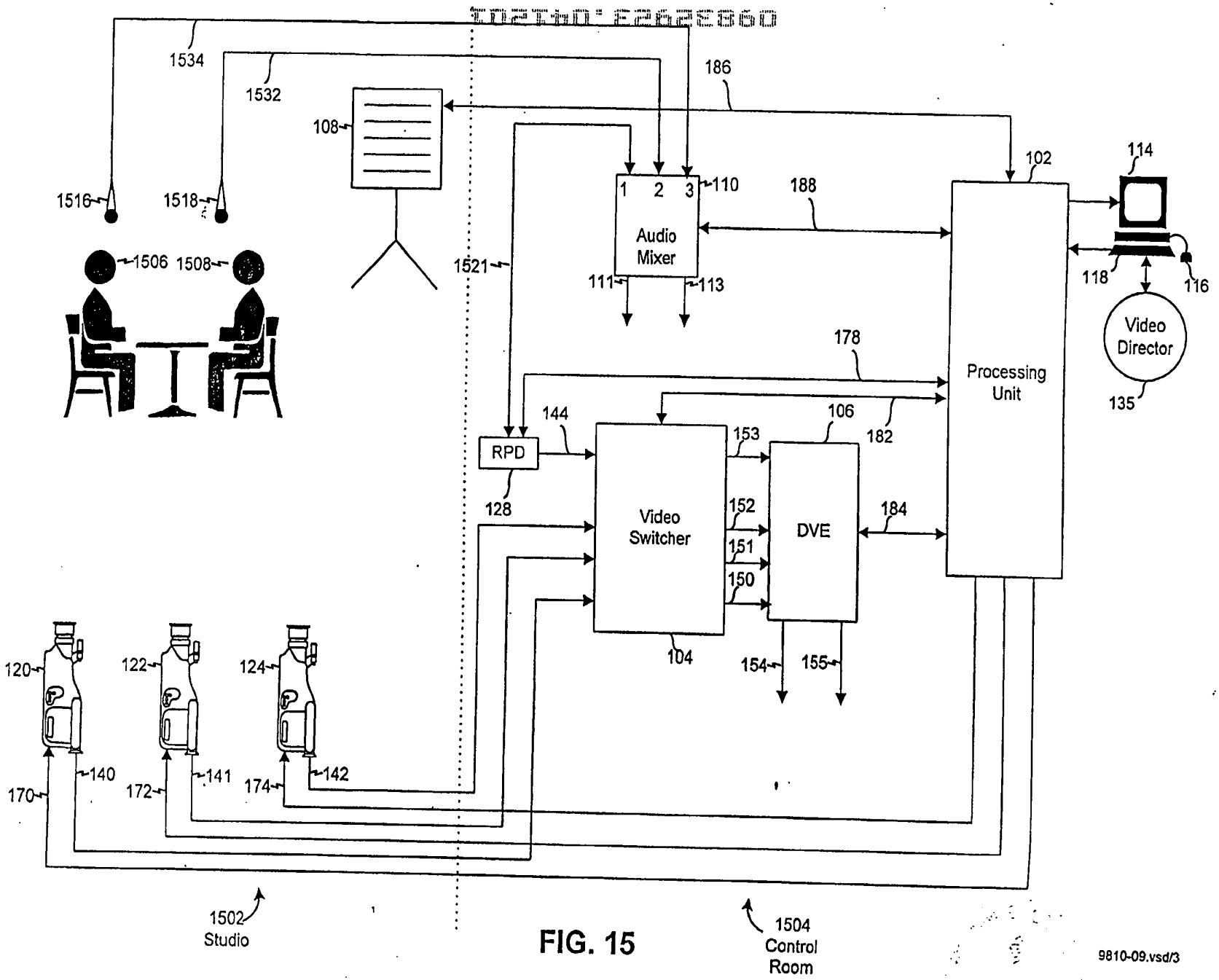
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113
188
102
114
118
116
Video
Director
135
178
Processing
Unit
144
106
182
153
RPD
128
Video
Switcher
152
151
150
DVE
184
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142
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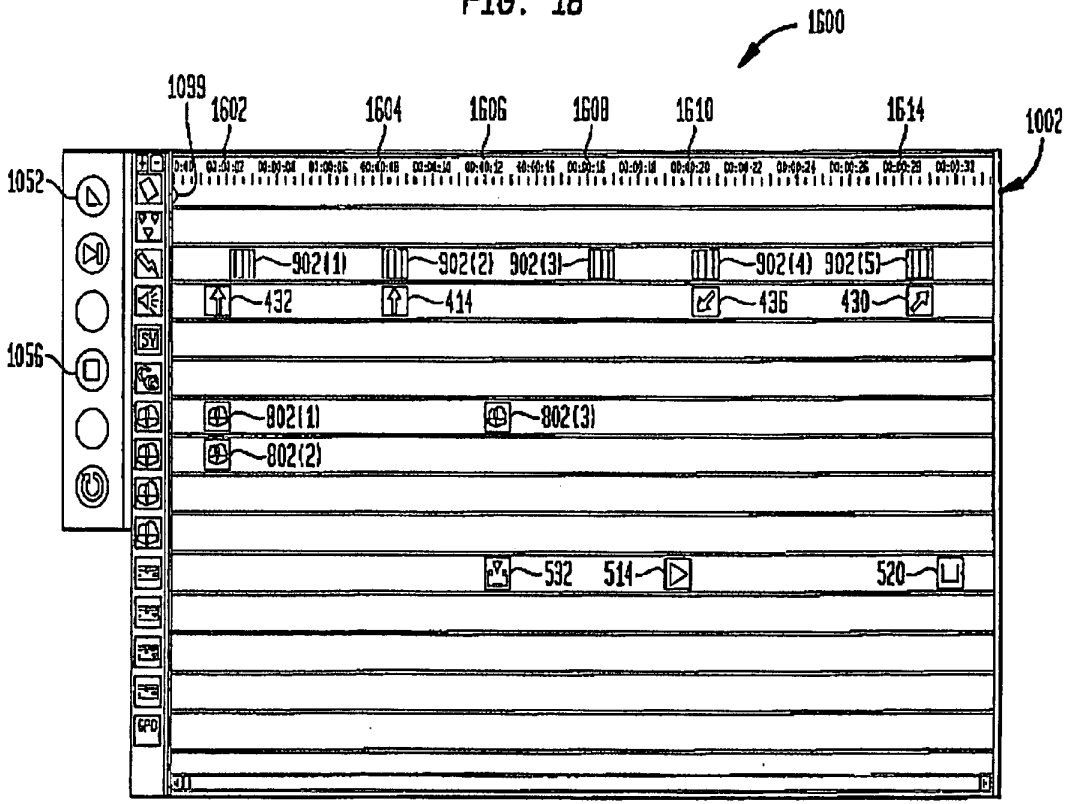
1502
Studio
1504
Control
Room
9810-09.vsd/3

FIG. 15

FIG. 16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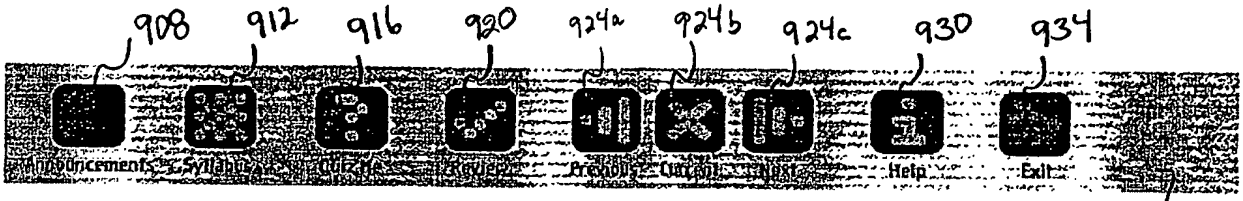

904

Announcements Page

942

11/05/1999 - Meeting Notice

There will be a meeting tomorrow in the lab. Please attend. Roll will be taken.

11/05/1999 - Reschedule of Field Trip

The field trip to WKHR is rescheduled for ONE Hour earlier. The bus will leave the parking lot at 9 am SHARP!

Send a note to your teacher

1720

Send

1750

FIG. 17: GUI 1700

EQUATOR-EQUATOR